

## **AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

### **LISTING OF CLAIMS:**

1. (currently amended): A network service system for providing a user with first and second services, said services comprising activities which allow the user to earn points by using the service, comprising:

a first server for providing the first service directly to a user;

a first database connected to the first server for storing point information in association with user identifying information related to the user in the first server;

a second server for providing the second service directly to a user; and

a second database connected to the second server for storing point information in association with user identifying information related to the user in the second server; wherein

the first server includes point offering means for updating the point information stored in the first database in association with the user identifying information related to the user so as to offer points to the user,

the second server includes point consuming means for updating the point information stored in the second database in association with the user identifying information related to the user so as to consume the point of the user when the second service is provided to the user, and

the network service system further comprises point transferring means for updating the point information stored in the second database in association with the user identifying information related to the user in the second server based on the point information stored in the first database in association with the user identifying information related to the user in the first server.

2. (original): A network service system according to claim 1, wherein  
at least one of the first and second services is a service for allowing the user to play a game.

3. (original): A network service system according to any one of claims 1 or 2, further comprising

charge amount calculating means for calculating an amount of money to be paid from a person involved in the first server to a person involved in the second server.

4. (original): A network service system according to claim 3, wherein  
the charge amount calculating means includes means for counting the number of users, and calculates the amount based on the number of users.

5. (currently amended): A network service system according to ~~any one of claims 3 or 4~~, wherein

the charge amount calculating means calculates the amount based on the content stored in the first database.

6. (currently amended): A network service system according to ~~any one of claims 3-5~~ claim 3, wherein

the charge amount calculating means calculates the amount based on the number of times access of a predetermined type is made from the second server to the first server.

7. (currently amended): A network service system according to ~~any one of claims 3-6~~ claim 3, wherein

the point transferring means includes:

secret identification information updating means provided in the first server for updating secret identification information stored in the first database in association with the point information when the point information stored in the first database is updated,

point inquiry request receiving means provided in the first server for receiving a point inquiry request from the second server,

point information and secret identification information returning means provided in the first server for returning the point information and the secret identification information stored in the first database when the point inquiry request is received by the point inquiry request receiving means,

point transfer request receiving means provided in the first server for receiving a point transfer request including secret identification information from the second server,

first point transferring means provided in the first server for updating the point information stored in the first database to decrease a point balance and returning point transfer allowance data to the second server when the secret identification information included in the point transfer request received by the point transfer request receiving means matches the secret identification information stored in the first database, and

second point transferring means provided in the second server for updating the point information stored in the second database to increase a point balance when the point transfer allowance data is returned from the first server by the first point transferring means.

8. (original): A point transfer system including first and second databases, each storing point information, comprising:

point information updating means for updating the point information stored in the first database;

secret identification information updating means for updating secret identification information stored in the first database in association with the point information when the point information stored in the first database is updated by the point information updating means;

point inquiry request receiving means for receiving a point inquiry request;

point information and secret identification information returning means for returning the point information and the secret identification information stored in the first database when the point inquiry request is received by the point inquiry request receiving means;

point transfer request receiving means for receiving a point transfer request including secret identification information ;

first point transferring means for updating the point information stored in the first database to decrease a point balance and returning point transfer allowance data when the secret identification information included in the point transfer request received by the point transfer request receiving means matches the secret identification information stored in the first database; and

second point transferring means for updating the point information stored in the second database to increase a point balance when the point transfer allowance data is returned by the first point transferring means.

9. (original): A point transfer system according to claim 8, wherein  
the secret identification information updating means updates the secret identification  
information based on a random number.

10. (original): A point management device, comprising:  
point information updating means for updating point information stored in a database;  
secret identification information updating means for updating secret identification  
information stored in the database in association with the point information when the point  
information stored in the database is updated by the point information updating means;  
point inquiry request receiving means for receiving a point inquiry request;  
point information and secret identification information returning means for returning the  
secret identification information and the point information stored in the database when the point  
inquiry request is received by the point inquiry request receiving means;  
point transfer request receiving means for receiving a point transfer request including  
secret identification information ; and  
point transferring means for updating the point information stored in the database to  
decrease a point balance and returning point transfer allowance data when the secret  
identification information included in the point transfer request received by the point transfer  
request receiving means matches the secret identification information stored in the database.

11. (original): A point management method, comprising:  
a point information updating step for updating point information stored in a database;  
a secret identification information updating step for updating secret identification  
information stored in the database in association with the point information when the point  
information stored in the database is updated at the point information updating step;  
a point inquiry request receiving step for receiving a point inquiry request;  
a point information and secret identification information returning step for returning the  
secret identification information and the point information stored in the database when the point  
inquiry request is received at the point inquiry request receiving step;  
a point transfer request receiving step for receiving a point transfer request including  
secret identification information ; and

a point transferring step for updating the point information stored in the database to decrease a point balance and returning point transfer allowance data when the secret identification information included in the point transfer request received at the point transfer request receiving step matches the secret identification information stored in the database.

12. (currently amended): A network game system, comprising:  
a first game server for providing a game service directly to a user;  
a first database connected to the first game server for storing point information related to a game and secret identification information ;  
a second game server for providing a game service directly to a user; and  
a second database connected to the second game server for storing point information related to a game; wherein  
the first game server includes  
point information updating means for updating the point information stored in the first database,  
secret identification information updating means for updating the secret identification information stored in the first database in association with the point information when the point information stored in the first database is updated by the point information updating means,  
point inquiry request receiving means for receiving a point inquiry request directly from the second game server,  
point information and secret identification information returning means for returning the secret identification information and the point information stored in the first database when the point inquiry request is received by the point inquiry request receiving means,  
point transfer request receiving means for receiving a point transfer request including secret identification information directly from the second game server, and  
first point transferring means for updating the point information stored in the first database to decrease a point balance and returning point transfer allowance data to the second game server when the secret identification information included in the point transfer request received by the point transfer request receiving means matches the secret identification information stored in the first database, and  
the second game server includes

second point transferring means for updating the point information stored in the second database to increase a point balance when the point transfer allowance data is returned from the ~~second~~ first game server by the first point transferring means.